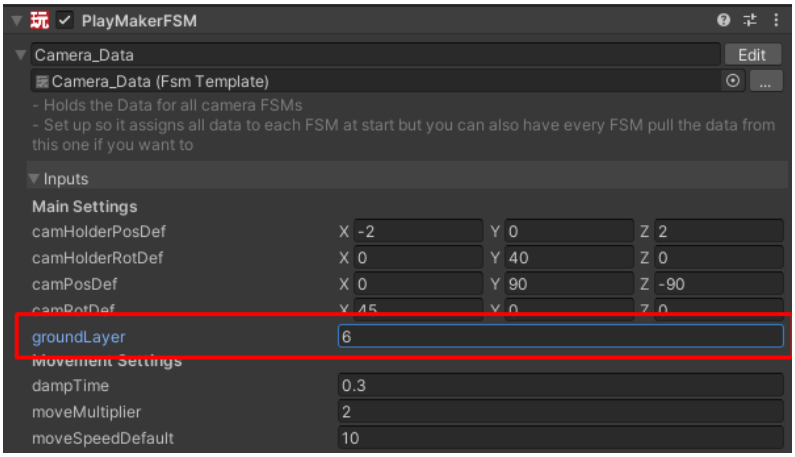
RTS Camera for Playmaker

By Petardia Productions

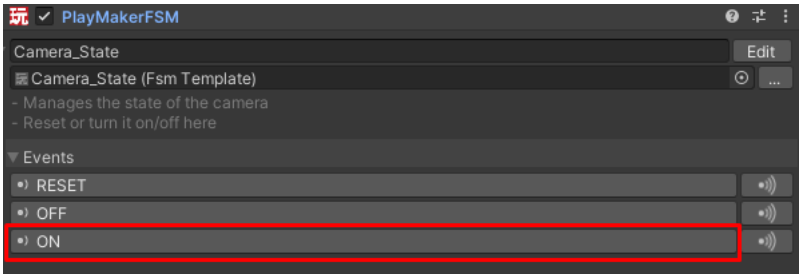
Usage Instructions

1. Import **Playmaker 1.9.1.p3** (or newer) into your project first
2. Import the **RTS Camera for Playmaker** package
3. Navigate to **PetardiaProductions/PlayMaker_CameraRTS/Scene** and open the **Demo** to skip Step 4
4. If you have your own scene, navigate to **PetardiaProductions/PlayMaker_CameraRTS/Prefab/Camera** and drag the **CameraHolder** prefab into your scene
5. Click the CameraHolder prefab in your scene and look at the **Camera_Data FSM**
6. Adjust the **groundLayer** variable to the value of your ground layer



   I. ***Make sure the ground layer has a collider***

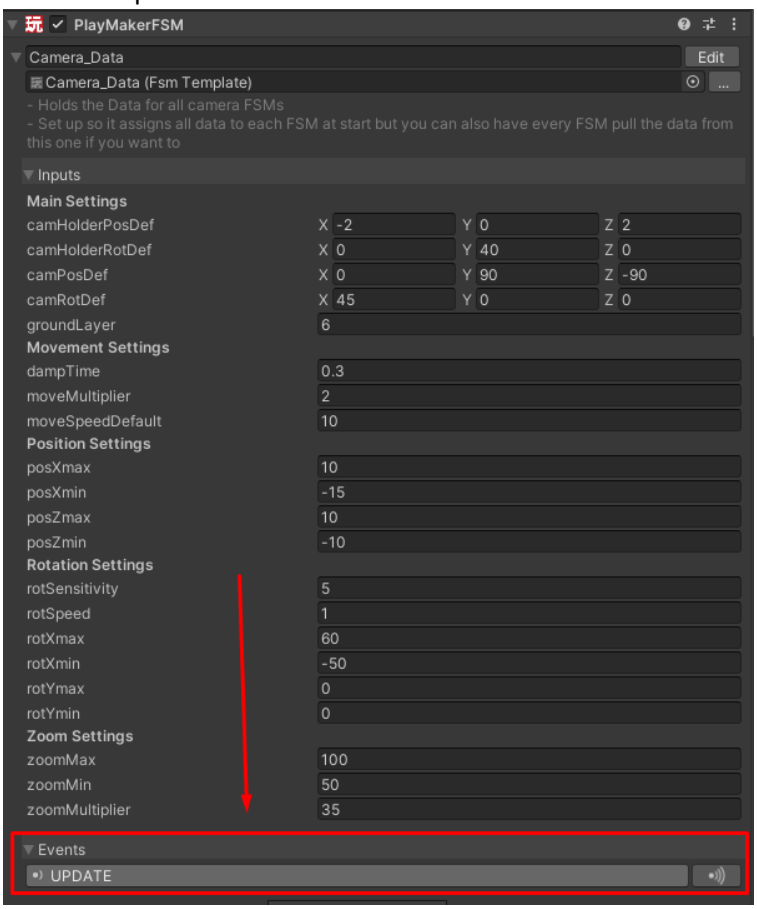
7. Ensure there are **no other cameras** in the scene
8. **Enter Playmode**, click the CameraHolder prefab in your scene and look at the **Camera_State FSM**
9. Press the exposed **ON** event to enable the RTS Camera



Controls:

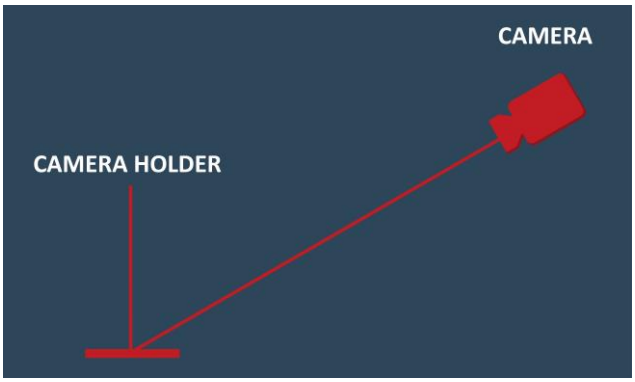
- WASD/Arrow Keys to Move
- SHIFT to move Faster
- CTRL to move Slower
- Q/E to Rotate Left/Right
- Click and Drag Middle Mouse Button to Drag
- Click and Drag Right Mouse Button to Rotate
- Scroll Mouse Wheel to Zoom

10. Press the exposed **OFF** event to disable and **RESET** to get the Camera back to default position
11. To enable, disable and reset the Camera from other FSMs, simply use the **Send Event** action towards the Camera_State FSM with the appropriate event
12. If you change the Camera_Data variables in Runtime, call the **UPDATE** event to make sure all FSMs are updated with those values



Understanding the setup

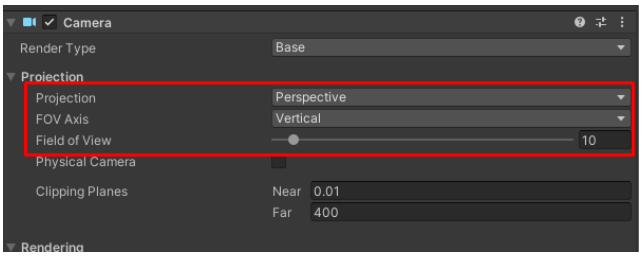
The Camera game object is a child of the CameraHolder game object because that allows us to perform the classic strategic camera movement.



Instead of moving and rotating the Camera, we move and rotate the CameraHolder while the Camera constantly looks at the center of its parent.

The only time we move the Camera is during the zooming.

You will notice that the Camera is set to the Perspective projection with a small Field of View. This allows it to look like it's in Orthographic projection but with a bit more depth.



If you want a more standard perspective view, you can increase the FoV and adjust the Camera_Data variables.

You can try the following settings to test it:

- FoV: 30
- camPosDef: 0f, 30f,-30f
- zoomMin: 10
- zoomMax: 35

Once you enter Runtime, it will update the Camera with these settings.

To understand the details of every FSM, please refer to them directly as every state is documented through descriptions and headers

For any questions you can talk to me here:

Discord – https://discord.gg/petardia

Email - support@petardia.com

Enjoy and please consider leaving a review if you're happy with the asset!